What is claimed is:

1.   An e-learning system allowing a user of the system to obtain mentoring and to collaborate with others over a computer system, the e-learning system comprising:

    a simulation presented to the user over the computer system, the simulation including a plurality of characters, the user role-playing one of the characters;

    a mentoring opportunity in which the user is capable of receiving mentoring over the computer system based on the user's actions in the simulation; and

    a collaboration opportunity in which the user is capable of collaborating with others over the computer system.

2.   An e-learning system as recited in claim 1, wherein the simulation provides the user with a learning object from which the user selects a scenario from among at least two scenarios, the selection of the scenario having a positive or negative outcome for the role-played character in the simulation.

3.   An e-learning system as recited in claim 1, wherein the mentoring the user is capable of receiving in the mentoring opportunity is from a MetaMentor over the computer system.

4.   An e-learning system as recited in claim 1, wherein the mentoring the user is capable of receiving in the mentoring opportunity is a synchronous event.

5.   An e-learning system as recited in claim 4, wherein the synchronous event is an on-line chat or instant message with at least one other person in real time.

6.   An e-learning system as recited in claim 5, wherein the at least one other person is represented by an Avatar on the computer system.

7.   An e-learning system as recited in claim 5, wherein the at least one other person is represented by an emoticon on the computer system.

8.   An e-learning system as recited in claim 1, wherein the mentoring the user is capable of receiving in the mentoring opportunity is an asynchronous event.

9.   An e-learning system as recited in claim 8, wherein the asynchronous event is a stored informational resource.

-63-

10. An e-learning system as recited in claim 8, wherein the informational resource is a Bot.

11. An e-learning system allowing a user of the system to obtain mentoring over a computer system, the e-learning system comprising:

a simulation presented to the user over the computer system, the simulation including a plurality of characters, the user role-playing one of the characters; and

a mentoring opportunity in which the user is capable of receiving mentoring over the computer system based on the user's actions in the simulation, the mentoring coming at least in part from a MetaMentor, the MetaMentor being stored information presented to the user over the computer system representing a famous person, the MetaMentor further having associated stored knowledge, experience and information from the person represented by the MetaMentor.

12. An e-learning system as recited in claim 11, the MetaMentor mentoring the user upon the user performing an action resulting in a poor result for the role-played character.

13.   An e-learning system as recited in claim 11, the MetaMentor mentoring the user upon the user performing an action resulting in a positive result for the role-played character.

14.   An e-learning system as recited in claim 11, the MetaMentor mentoring the user upon the user performing an action resulting in a neutral result for the role-played character.

15.   An e-learning system as recited in claim 11, further comprising hidden objects representing inventions of the MetaMentors.

16.   An e-learning system as recited in claim 11, further comprising unobtainable objects representing inventions of the MetaMentors which may become obtainable upon the user making an optimal selection at a decision point in the simulation.

17.   An e-learning system as recited in claim 16, wherein physical replicas of the objects may be provided as merchandise from the simulation realized as collectable souvenirs of the experience.

18.   An e-learning system allowing a user of the system to obtain mentoring over a computer system, the e-learning system

-65-

comprising:

a self-assessment in which the user is accessed through a series of questions presented to the user;

a simulation presented to the user over the computer system, the simulation including a plurality of characters, the user role-playing one of the characters; and

a mentoring opportunity in which the user is capable of receiving mentoring over the computer system based on the user's actions in the simulation, the mentoring coming at least in part from stored information;

the simulation, the characters and/or the stored information that is presented to the user being at least in part dictated by the self-assessment or an assessment of some kind submitted on behalf of the user.

19. An e-learning system as recited in claim 18, the simulation including one or more scenes which include one or more frames which include one or more assets.

20. An e-learning system as recited in claim 19, wherein at least one of the one or more scenes, one or more frames and one or more assets shown to the user are dictated by the self-assessment or an assessment of some kind submitted on behalf of the user.

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21. An e-learning system allowing a user of the system to obtain mentoring and to collaborate with others over a computer system and a network of which the computer system is part, the e-learning system comprising:

    a simulation presented to the user over the computer system, the simulation including a plurality of characters, the user role-playing one of the characters; and

    a mentoring and collaboration portal through which the user may access knowledge available from other sources over the network bearing on the user's actions in the simulation.

22. An e-learning system as recited in claim 21, wherein the mentoring and collaboration portal allows the user to access knowledge in a synchronous event.

23. An e-learning system as recited in claim 22, wherein the synchronous event is an on-line chat or instant message with at least one other person in real time.

24. An e-learning system as recited in claim 23, wherein the at least one other person is represented by an Avatar on the computer system.

25. An e-learning system as recited in claim 23, wherein at least one other person is represented by an emoticon on the computer system.

26. An e-learning system as recited in claim 21, wherein the mentoring and collaboration portal allows the user to access knowledge in an asynchronous event.

27. An e-learning system as recited in claim 26, wherein the asynchronous event is a stored informational resource.

28. An e-learning system as recited in claim 27, wherein the informational resource is a Bot.

29. An e-learning system as recited in claim 21, wherein the mentoring and collaboration portal further allows the user to share information with at least one other source over the network.

30. An e-learning system as recited in claim 29, wherein the at least one other source comprises a different geographical location of an organization to which the user belongs.

31. An e-learning system as recited in claim 29, wherein the at least one other source comprises a different organizational department in an organization to which the user belongs.

32. An e-learning system as recited in claim 21, wherein information shared by the user via the mentoring and collaboration portal comprises at least one of a presentation, product information, persuading a work force to adopt a new approach or business strategy, gaining a better understanding of the company culture and vision for the future, and uncovering best business practices for dealing with customers and business partners.